

Claims

1. A betting terminal, comprising:
 - 5 a gaming server operable under program control to regulate the progress of any one of a number of different selectable games;
 - 10 a user access facility usable by a player to select any one of the number of different selectable games for play and to place a wager on any turn thereof;
 - 15 a communication network providing communication between the user access facility and the gaming server;
 - a storage means communicable with the user access facility by means of the communication network; and
 - 15 a logging facility operable to log transaction data relating to each wager placed by the player on the user access facility and to download the logged transaction data to the storage means.
2. A betting terminal as claimed in claim 1 in which the transaction data relating to any wager includes data relating to a size and type of the wager, an outcome of the wager, the outcome of the wager being either 20 successful or unsuccessful, a size of a prize won by the player when the wager is successful, and a corresponding identity of one of the number of different selectable games on which the wager was placed.
- 25 3. A betting terminal as claimed in either one of claims 1 or 2 in which the logging facility logs the transaction data in a buffer capable of storing transaction data corresponding to a predetermined number of turns of any of the different selectable games.
- 30 4. A betting terminal as claimed in claim 3 in which the logging facility downloads the buffered transaction data to the remote storage means when the buffer is full.

5. A betting terminal as claimed in any one of the preceding claims in which a plurality of different user access facilities is communicable with the gaming server by means of the communication network, each one of the plurality of different user access facilities having a corresponding unique identification code.
6. A betting terminal as claimed in claim 5 in which the transaction data relating to any particular wager also includes a unique identification code of a user access facility from which the player placed the wager.

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7. A betting terminal as claimed in any one of the preceding claims in which the games are casino games.

15 8. A betting terminal as claimed in any one of the preceding claims in which the communication network is an open communication network.

9. A betting terminal as claimed in claim 8 in which the open communication network is the Internet.

20 10. A betting terminal as claimed in claim 9 in which the user access facility is a computer workstation connectable to the World Wide Web of the Internet.

25 11. A method of operating a betting terminal, comprising the steps of: operating a gaming sever under program control to regulate the progress of any one of a number of different selectable games; selecting, by means of a user access facility, any one of the number of different selectable games for play and placing a wager on a turn thereof, the user access facility being communicable with the gaming server; 30 logging transaction data relating to each wager placed by the player on the user access facility; and

downloading the logged transaction data to a storage means remote from the user access facility.

12. A method as claimed in claim 11 in which the transaction data relating to
5 any wager includes data relating to a size and type of the wager, an outcome of the wager, the outcome of the wager being either successful or unsuccessful, a size of a prize won by the player when the wager is successful, and a corresponding identity of one of the number of different selectable games on which the wager was placed.

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13. A method as claimed either one of claims 11 or 12 in which the transaction data is logged in a buffer capable of storing transaction data corresponding to a predetermined number of turns of any of the different selectable games.

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14. A method as claimed in any one of claims 11 to 13 that includes the step of downloading the buffered transaction data to the remote storage means when the buffer is full.

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15. A method as claimed in any one of claims 11 to 14 that includes a step of linking a plurality of different user access facilities with the gaming server by means of the communication network, each one of the plurality of different user access facilities having a corresponding unique identification code.

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16. A method as claimed in claim 15 in which a unique identification code of a user access facility from which the wager was placed is included in the buffered transaction data.